Gobquest grammar specification

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1 Flags

The flags in Gobquest are used to deny access to certain points before some requirements have been completed. Flags can be set as a result of a quest step completion or NPC interaction. They can be checked when selecting which exits and NPC's should be available in a room, and which conversation options should be available with an NPC. The default value given to a flag is the value the flag will have when the game is started with an empty save file.

1.1 Grammar

start	=	flag start	EOF
flag	=	name default_value
name	=	STRING
default_value	=	true	false

2 Rooms

Rooms in Gobquest contain all the other objects (with flags being an exception, since they are a program state). Each room will also have connections to other rooms, containing the name of the exit that is shown to the player, and the room name that this exit takes the player to. These exits can vary in a room depending on which flags are set for the player, which means that areas can be locked off until a certain point in the game is reached. The same thing can be applied to NPC's, locking certain NPC interactions until it is appropriate in the game. Note the tokens INDENT and DEDENT in the grammar; these tokens mean that the code is indented one more step and that one indentation is removed, respectively.

2.1 Grammar

start	=	TEXT '\n' INDENT name description exits DEDENT start | EOF
name	=	TEXT '\n' | 'name:' nltext
description	=	TEXT '\n' | 'description:' nltext
exits	=	exit exits | exit
exit	=	'exit:' '\n' INDENT exit_name path requirements DEDENT
exit_name	=	TEXT '\n' | 'name:' nltext
path	=	TEXT '\n' | 'path:' nltext
requirements	=	flag '\n' requirements | ϵ
nltext	=	TEXT '\n' | '\n' INDENT TEXT '\n' DEDENT